## **Claims**

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- 1. Method for transferring data to a client using a certain packet data connection, said method comprising the steps of:
- receiving a request, which is according to a certain data transfer protocol and specifies a certain information entity,
- sending, using said packet data connection, at a first time instant to said client a first portion of a response according to said data transfer protocol, said client after receipt of said first portion being arranged to accept further at least a further response, and
- sending, using said packet data connection, at sequential second time instants to said client a plurality of second portions of a response, each of said second portions comprising an information fragment of said information entity and computer language instructions for processing said information fragment.
  - 2. A method according to Claim 1, wherein
- the time period between the first time instant and the earliest second time instant is at maximum a certain first predetermined time period, and
  - a time period between two sequential second time instants is at maximum a certain second predetermined time period.
  - 3. A method according to Claim 1, further comprising the step of:
- 20 sending, using said packet data connection, at sequential third time instants to said client a plurality of third portions of a response, said third portions containing no information fragments specific to said information entity.
  - 4. A method according to Claim 3, wherein at least one of said third portions contains only computer language headers.
- 5. A method according to Claim 3, wherein at least one of said third portions contains only carriage return and/or linefeed characters.
  - 6. A method according to Claim 3, wherein
  - the time period between the first time instant and the earliest second time instant is at maximum a certain first predetermined time period, and
- 30 a time period between two sequential time instants of the second and third time instants is at maximum a certain second predetermined time period.
  - 7. A method according to Claim 3, wherein said packet data connection is a Transfer Control Protocol connection, said data transfer protocol is Hypertext

Transfer Protocol, said request is a Hypertext Transfer Protocol Request, the response, whereof said first portion constitutes a part, is a Hypertext Transfer Protocol Response and said first portion leaves Content-Length field value unknown.

- 8. A method according to Claim 7, wherein said computer language is a scripting language, scripting tags constitute said computer language instructions and said client is a browser program.
  - 9. A method according to Claim 1, wherein said first portion does not specify the size of the response, whereof said first portion constitutes a part.
- 10. A method according to Claim 1, wherein said information fragment in at least one of said second portions is an information fragment relating to a change in said requested information entity, said change being made after said first time instant.
  - 11. A method according to Claim 1, wherein said packet data connection is a Transfer Control Protocol connection, said data transfer protocol is Hypertext
- 15 Transfer Protocol, said request is a Hypertext Transfer Protocol Request, and the response, whereof said first portion constitutes a part, is a Hypertext Transfer Protocol Response.
  - 12. A method according to Claim 11, wherein said first portion leaves Content-Length field value unknown.
- 20 13. A method according to Claim 12, wherein said computer language is a scripting language, scripting tags constitute said computer language instructions and said client is a browser program.
  - 14. A method according to Claim 1, wherein said computer language is a scripting language.
- 25 15. A method according to Claim 14, wherein said scripting language is JavaScript, VBScript or JScript.
  - 16. A method according to Claim 14, wherein scripting language tags constitute said computer language instructions.
- 17. A method according to Claim 1, wherein said computer language is Extensible 30 Markup Language.

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- 18. A method according to Claim 17, wherein Extensible Markup Language elements constitute said computer language instructions and said information fragments.
- 19. A method according to Claim 18, wherein said first portion comprises starting5 headers of an Extensible Markup Language document.
  - 20. A method according to Claim 17, wherein said packet data connection is a Transfer Control Protocol connection, said data transfer protocol is Hypertext Transfer Protocol, said request is a Hypertext Transfer Protocol Request, the response, whereof said first portion constitutes a part, is a Hypertext Transfer Protocol Response, and said first portion leaves Content-Length field value unknown.
  - 21. A method according to Claim 20, wherein said client is a browser program.
  - 22. A method according to Claim 21, further comprising the step of:
- sending, using said packet data connection, at sequential third time instants to said client a plurality of third portions of a response, said third portions containing no information fragments specific to said information entity.
  - 23. A method according to Claim 1, wherein said client is a browser program.
  - 24. A system for transferring data using packet data connections, said system comprising
- 20 means for establishing packet data connections,
  - means for receiving requests, a request indicating an information entity, being according to a data transfer protocol and relating to a certain packet data connection,
  - means for sending as response to a request, using a request-specific packet data connection and at a request-specific first time instant, a first portions of a response according to said data transfer protocol, a client after receipt of said first portion
  - being arranged to accept further at least a second portion of a response, and
    - means for sending as a response to a request, using said request-specific packet data connection at sequential request-specific second time instants, a plurality of second portions of a response, each of said second portions comprising an information fragment of said information entity and computer language instructions for processing said information fragment.
    - 25. A system according to Claim 24 wherein it is arranged to send the second responses relating to a certain request so that

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- the time period between the request-specific first time instant and the earliest request-specific second time instant is at maximum a certain first predetermined time period, and
- a time period between two sequential request-specific second time instants is at maximum a certain second predetermined time period.
  - 26. A system according to Claim 24, further comprising means for sending as a response to a request, using said request-specific packet data connection, at sequential request-specific third time instants a plurality of third portions of a response, said third portions containing no information fragments of said information entity.
  - 27. A system according to Claim 26, wherein it is arranged to send the second and third portions relating to a certain request so that
  - the time period between the request-specific first time instant and the earliest request-specific second time instant is at maximum a certain first predetermined time period, and
  - a time period between two sequential time instants of the request-specific second and third time instants is at maximum a certain second predetermined time period.
  - 28. A system according to Claim 24, wherein it resides in a server.
  - 29. Computer program product for a system for transferring data using packet data connections, the computer program product comprising
  - computer code means for sending as response to a request, using a request-specific packet data connection and at a request-specific first time instant, a first portions of a response according to a data transfer protocol, a receiver after receipt of said first portion being arranged to accept further at least a second portion of a response, and
- 25 computer code means for sending as a response to a request, using said request-specific packet data connection at sequential request-specific second time instants, a plurality of second portions of a response, each of said second portions comprising an information fragment of said information entity and computer language instructions for processing said information fragment.
- 30. Computer program product according to claim 29, wherein it is stored on a computer readable medium.